

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing Of Claims:**

Please amend the claims as follows:

1.-32. (Canceled)

33. (Previously Presented) The method of claim 37, wherein the computer input device is a track-mouse device.

34. (Canceled)

35. (Currently Amended) A computer-readable ~~medium~~ device having computer-executable instructions for performing steps comprising:

(a) determining, in a computer, whether a predetermined event has occurred;

(b) communicating with a computer input device having an illumination member to cause the illumination member to change states in response to the determining step; and

(c) establishing a set of senders, wherein said determining step includes determining whether a sender of an incoming message is in the set, wherein said communicating step includes causing the illumination member to change intensity.

36. (Canceled)

37. (Previously Presented) A method for controlling an illumination member on a computer input device, said method comprising:

- (a) determining, in a computer, whether a predetermined event has occurred;
- (b) changing a state associated with the illumination member in response to the determination step; and
- (c) establishing a set of senders, wherein said determining step includes determining whether a sender of an incoming message is in the set.

38. (Canceled)

39. (Previously Presented) A method for controlling an illumination member on a computer input device, said method comprising:

- (a) determining, in a computer, whether a predetermined event has occurred; and
- (b) changing a state associated with the illumination member in response to the determination step,
  - wherein said determining step includes determining whether an instant message has been received and determining whether an email message has been received,
  - wherein said changing step includes changing the state associated with the illumination member to a first state in response to determining an instant message has been received and changing the state associated with the illumination member to a second state in response to determining an email message has been received.

40. (Previously Presented) A method for controlling an illumination member on a computer input device, said method comprising:

(a) determining, in a computer, whether a predetermined event has occurred;  
and

(b) changing a state associated with the illumination member in response to the determination step, wherein said determining step includes determining whether a request to respond to one of a video conference call and an audio conference call has been received.

41. (Previously Presented) A method for controlling an illumination member on a computer input device, said method comprising:

(a) determining, in a computer, whether a predetermined event has occurred;  
and

(b) changing a state associated with the illumination member in response to the determination step, wherein said determining step includes determining whether a user is capable of receiving a solicitation.

42. (Previously Presented) A method for controlling an illumination member on a computer input device, said method comprising:

(a) determining, in a computer, whether a predetermined event has occurred;  
and

(b) changing a state associated with the illumination member in response to the determination step, wherein said determining step includes comparing a scheduled event time relative to an actual time set in the computer.

43. (Previously Presented) A method for controlling an illumination member on a computer input device, said method comprising:

(a) determining, in a computer, whether a predetermined event has occurred;  
and

(b) changing a state associated with the illumination member in response to the determination step, wherein said determining step includes determining whether a correct answer has been input.

44. (Previously Presented) A method for controlling an illumination member on a computer input device, said method comprising:

(a) determining, in a computer, whether a predetermined event has occurred;  
and

(b) changing a state associated with the illumination member in response to the determination step,

wherein said determining step includes determining one of a state, a characteristic, and a condition relating to a character in a game program,

wherein said changing step includes changing the state associated with the illumination member to a first state in response to determining a change in the state of the character in the game program, changing the state associated with the illumination

member to a second state in response to determining a change in the characteristic of the character in the game program, and changing the state associated with the illumination member to a third state in response to determining a change in the condition of the character in the game program.

45. (Previously Presented) The method of claim 44, wherein said determining step includes determining whether the character is within a given proximity of an object.

46. (Previously Presented) The method of claim 44, wherein said changing step includes causing the illumination member to change states in a manner corresponding to a number of lives remaining for the character.

47. (Previously Presented) The method of claim 44, wherein said changing step includes causing the illumination member to change states in a manner corresponding to an amount of a supply for the character.

48. (Previously Presented) The method of claim 44, wherein said changing step includes causing the illumination member to change states in a manner corresponding to the character entering an area in the game program.

49. (Previously Presented) A method for controlling an illumination member on a computer input device, said method comprising:

(a) determining, in a computer, whether a predetermined event has occurred;

(b) changing a state associated with the illumination member in response to the determination step; and

(c) establishing a set of senders, wherein said determining step includes determining whether a sender of an incoming message is in the set, wherein said changing step includes causing the illumination member to change intensity.

50. (Previously Presented) A method for controlling an illumination member on a computer input device, said method comprising:

(a) determining, in a computer, whether a predetermined event has occurred; and

(b) changing a state associated with the illumination member in response to the determination step, wherein said determining step includes determining whether a request to respond to a solicitation to join a chat room has been received.

51. (Previously Presented) The method of claim 39, wherein the first state and the second state are different states.

52. (Currently Amended) A computer-readable ~~medium~~ device having computer-executable instructions for performing steps comprising:

(a) determining, in a computer, whether a predetermined event has occurred;

(b) communicating with a computer input device having an illumination member to cause the illumination member to change to a first state in response to determining that the predetermined event corresponds to receipt of a new email message;

(c) communicating with the computer input device having the illumination member to cause the illumination member to change to a second state in response to determining that the predetermined event corresponds to receipt of a new instant message; and

(d) communicating with the computer input device having the illumination member to cause the illumination member to change to a third state in response to determining that the predetermined event corresponds to input of a correct answer.